

# Player Emulator (with Tags)

Give each Player a name.

Select an Agenda for each Player or roll one on the Player Move Chart.

Assign each Player 1d6/2 Personality Tags (rounded up) and two Focus Tags.

Create a character for each Player.

At the start of each session, roll up to three Seeds, but only keep three total.

## Playing the Game

Make inconsequential choices by fiat, Agenda, or Tags. Ask the Oracle if you need details.

**When a PC is faced with a risky decision,** roll on the Player Moves chart.

When you roll on the Player Move Chart, move the result one step towards the Player's nearest Agenda entry. If it's a tie, you pick the direction.

If a Player can act to satisfy a Focus tag with no or minor risk, he does; don't roll. If there's obvious risk, ask the Oracle.

Whenever you'd roll an Oracle or Player Move, you can instead interpret a Seed as the answer or Move. Cross it off when you use it.

If a Personality Tag applies to a situation, roll twice on the Move chart and keep the one you like best. Check off the Tag when you use it; Tags are restored at the end of the session.

## Agendas

**[True Face]** Loves secrets and dramatic reveals; good or bad, himself or someone else.

**[Inept]** Chaotic, bored, and not paying attention. Will try to assassinate anyone who might have good loot or for laughs.

**[Flashback]** All about backstory and character development, but focused on her own character and pet NPCs.

**[Ignoble]** Cares about keeping his character intact and about amassing something of value – name it.

**[Weak]** Craves new experiences, escapism. Not chaotic but doesn't think about her allies before acting on temptation.

**[Focused]** Wants to play the game he signed up for, do what's on his character sheet, and avoid too much of any one game aspect.

**[Skilled]** Plays skilled or flexible characters; wants to show that off. Motto: "if all you've got is a hammer, everything looks like a nail".

**[Noble]** Wants to do the right thing and sacrifice herself for the greater good, preferably while being recognized and suffering for it.

**[On Point]** Brings his best game. Always pushes the story and adventure towards a dramatic and satisfying conclusion.

## 2d6 Oracle

**10+** You get what you want.

**7-9** As 10+. If a 6 shows, trigger intraparty conflict as if a 6-, otherwise, roll a PC Move, NPC Move, or GM Move.

**6-** You don't get what you want. Trigger a minor Intraparty Conflict; determine two or more potential Player actions and interpret them in opposition.

## Tags

Replace one Focus Tag at the beginning of each session and keep the other.

Add a Personality Tag when the Player does something interesting or unexpected.

Each session, roll a d6 for each player. On a 6, assign a Meta Tag. Meta Tags expire at the end of the session.

If a Player rolls their Agenda exactly, roll up an Event starring them.

Swap out Tags as events demand.

### FOCUS TAGS

	1	2	3	4	5	6
1-2	Fame	Wealth	Knowledge	Magic	Do Good	Mayhem
3-4	Backstory	Romance	Sex	Explore	Conflict	Prove Self
5-6	Rivalry	Item	Dominate	Crush Foe	Uplift Ally	Infamy

### PERSONALITY TAGS (3-)

1	Chatty	Ruthless	Casual	Cheerful	Indecisive	Assertive
2	Asocial	Blunt	Timid	Rigid	Invested	Argumentative
3	Gambler	Greedy	Turtle	Methodical	Whimsical	Mercurial
4	Needy	Asexual	Curious	Bully	Lecherous	Peacemaker
5	Smart	Clumsy	Flaky	Restless	Flamboyant	Charismatic
6	Creative	Dramatic	Thespian	Trouble	Leader	Forgetful

### PLAYER MOVES

2	True Face	PC acts out of character in a negative way; a secret revealed.
3	Inept	Draw a new Seed and interpret it negatively as the PC's action.
4	Flashback	Something from the PC's backstory negatively influences their action.
5	Ignoble	PC indulges or expresses a vice or ignoble facet of their character.
6	Weak	PC takes the easiest and safest possible option for them.
7	Focused	PC acts in accordance with their current desire or to preserve their well-being.
8	Skilled	PC uses an aspect they're comfortable with (a skill, profession, tactic, or similar).
9	Noble	PC expresses a noble facet of their character.
10	Flashback	Something from the PC's backstory positively influences their action.
11	On Point	Draw a new Seed. Play any Seed; interpret it positively as the PC's action.
12	True Face	PC acts out of character in a positive way; a secret revealed.

### SEED A

	1-2	3-4	5-6
1-2	Seek	Fight	Question
3-4	Help	Hinder	Destroy
5-6	Change	Stop	Pursue

### SEED B

	1-2	3-4	5-6
1-2	Key	Danger	Darkness
3-4	Emotion	Reward	Passion
5-6	History	Person	Goal

## Evolution

When a Player achieves a goal that satisfies one of their Focus Tags, they gain 1 Satisfaction Point (SP).

Spend 1 SP for a minor (+1) bonus to any roll.

Spend 3 SP to answer an Oracle the way you want to or choose a Move roll's result.

Spend 5 SP to choose a new Agenda.

*You can also treat Player and PC as one unit; keep Agenda and Meta Tags separate but mix Personality Tags.*

CONFLICT		CAUSE		STAKES	
1	combat	1	methods	1	score points
2	argument	2	resentment	2	first blood
3	mutiny	3	romance	3	humiliation
4	theft	4	wealth	4	submission
5	challenge	5	principle	5	domination
6	social	6	mistake	6	death or worse

META TAGS			
3-	1	Phone	if the Move dice match, the result is "Inept"
	2	Long Day	minor penalty (-1) to all rolls
	3	Tired	-1 to all Move and Oracle rolls
	4	Grumpy	adjust all Move rolls one step lower
	5	Unlucky	-1 to all Oracle rolls that affect her directly
	6	Vendetta	if Move dice match, a minor Intraparty Conflict, two 1s, major.
4+	1	Engaged	adjust all Move rolls one step higher
	2	Invested	if the Move dice match, you pick the result
	3	Late	under direct GM control until any two dice on a roll match
	4	Lucky	+1 to all Oracle rolls that affect him directly
	5	Synced	pick another Player; move rolls towards that Player's Agenda
	6	In Zone	if Move dice match, the result is "On Point"

REACTION: HOSTILE (1)		NEUTRAL (2-5)		FRIENDLY (6+)	
1	sass	1	expectation	1	respect
2	threats	2	interest	2	fascination
3	belligerence	3	disdain	3	peaceful
4	fear	4	inquisitive	4	curious
5	disgust	5	calculating	5	admiration
6	rage	6	confusion	6	glee

MORE PERSONALITY TAGS (4+)					
1	Demanding	2	Stubborn	3	Dedicated
2	Kind	2	Romantic	4	Vengeful
3	Sensible	3	Free	5	Determined
4	Hoarder	4	Puns	6	Arrogant
5	Spenthrift	5	Fighty		Avaricious
6	Attentive	6	Fighter		Manic
	Precise		Depressed		Quixotic
	Inattentive		Eidetic		Careful
	Louche		Daredevil		Careless
					Amoral

TONE					
1-2	3-	4+	3-	4+	3-
3-4	cold	hot	brooding	aggressive	cautious
5-6	sad	joyful	serious	jolly	bold
	grim	manic	caustic	genuine	light
				deceitful	true

ENCOUNTER (3-)		ENCOUNTER (4+)	
1	bandits; they look worried	1	something is missing
2	a noble, humbled, asks for aid	2	the sky looks strange
3	a lost child amid wolves	3	temptation out of the blue
4	huddled, grieving refugees	4	hunger encircles you
5	a light, just up ahead	5	a hunter, at loose ends
6	an unexpected note	6	a royal in disguise, ambushed

ACTIONS				THEME		DANGER	
1	exclude	resist	demand	1	strange	1	violence
2	hide	pursue	challenge	2	brutal	2	cessation
3	obsess	endure	attack	3	whimsical	3	surrender
4	face	veil	betray	4	sorrowful	4	loss
5	deny	deceive	reveal	5	double-edged	5	emotion
6	enjoy	flee	crush	6	hostile	6	end

KEY THEMES FOR SETTING SCENES						
1	capture	revenge	water	want	envy	self-interest
2	ice	hatred	jealousy	love	hope	despair
3	rage	fire	fear	time	history	dominance
4	attack	defense	magic	resist	pain	malice
5	scheme	honor	duty	betrayal	mistake	obsession
6	debt	vice	future	power	desire	machinery

EVENT				ACTOR		TARGET	
	1-2	3-4	5-6			1	Player
1	justice	ambush	trap	1	healer	2	party
2	betrayal	pride	challenge	2	peasant	3	ally
3	speech	brawl	declare	3	bandit	4	gear
4	bathe	respite	trade	4	trader	5	asset
5	meal	battle	accident	5	wizard	6	ideal
6	choice	puzzle	call out	6	leader		

CREDITS		METAPHORS		GM MOVES	
<i>katamoiran rpgs</i>		1	vampire	1	expose a weakness
Inspired by CRGE, BOLD,		2	werewolf	2	reveal a danger
Perilous Intersections,		3	dragon	3	tempt a reaction
& Apocalypse World.		4	phoenix	4	introduce npc
Last updated September 5, 2017.		5	fae	5	take it away
		6	horde	6	inflict harm

RECIPES	
Job = Personality Tag + Actor + Action <i>against</i> a Personality Tag + Actor	
Attitude = Tone + Reaction   Major Intraparty Conflict = Conflict + Cause + Stakes	
Set Scene = Key Theme x3 + Conflict <i>or</i> Event   Encounter = Encounter + Theme + Danger	